

REACH FOR THE STARS



STAR SYSTEM IDENTITY KEY



ITEM PRODUCTION COSTS

ITEM	RP'S/ITEM
INDUSTRIAL CAPACITY.....	10
EXPLORERS.....	3
TRANSPORTS.....	5
MARK I STARSHIPS.....	14
MARK II STARSHIPS.....	30
MARK III STARSHIPS.....	80
MARK IV STARSHIPS.....	120
PLANET DEFENSE BASES.....	4/8/16*

*Cost per item at Starship levels I-III respectively

DEVELOPMENT COSTS (in RP's)

SOCIAL LEVEL/FACTOR.....	4
PLANETARY ENVIRON/FACTOR.....	8
BASE MAINTENANCE/UNIT.....	1/2/2*
Mk II TECHNOLOGY.....	+400
Mk III TECHNOLOGY.....	+1000
Mk IV TECHNOLOGY.....	+2000

*Cost per item at Starship levels I-III respectively

MOVEMENT ALLOWANCES (hexes/turn)

EXPLORERS.....	10	Mk II's.....	8
TRANSPORTS.....	5	Mk III's.....	12
Mk I's.....	5	Mk IV's.....	17

APPLE II FAMILY

Place the *Reach for the Stars* disk into your disk drive. Be sure the labelled side is facing up. Close your disk drive and turn on your computer. The START UP menu will appear on your screen.

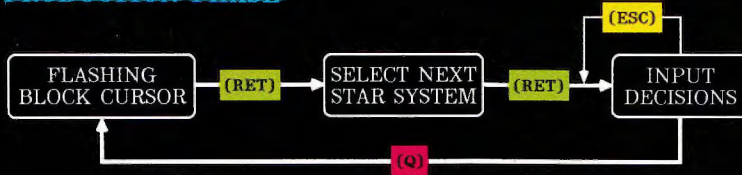
COMMODORE 64

Place the *Reach for the Stars* disk into your disk drive. Be sure the labelled side is facing up. Close your disk drive and turn on your computer. Type the following - LOAD "*"8 (RET)
RUN (RET)

The START UP menu will appear on your screen.

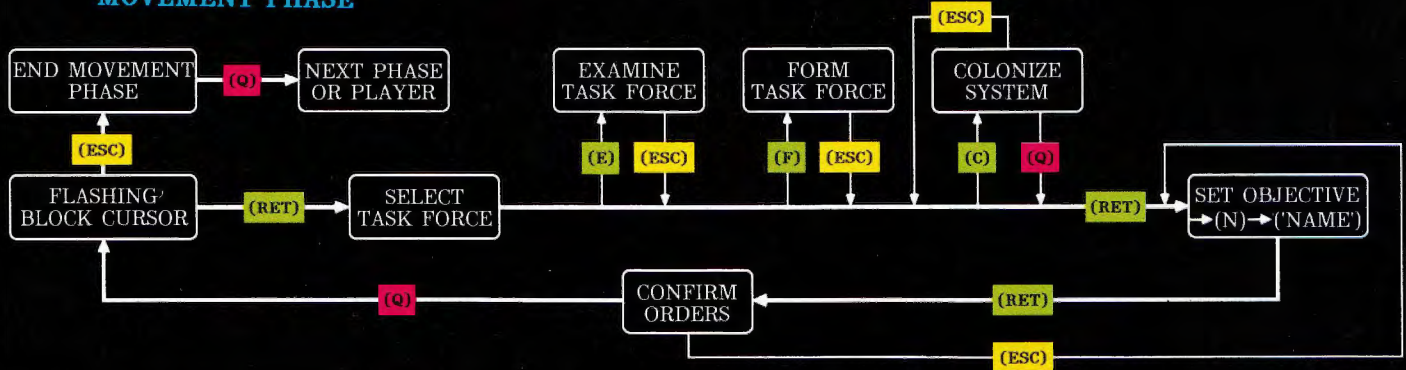
THE GAME ROUTINES

PRODUCTION PHASE

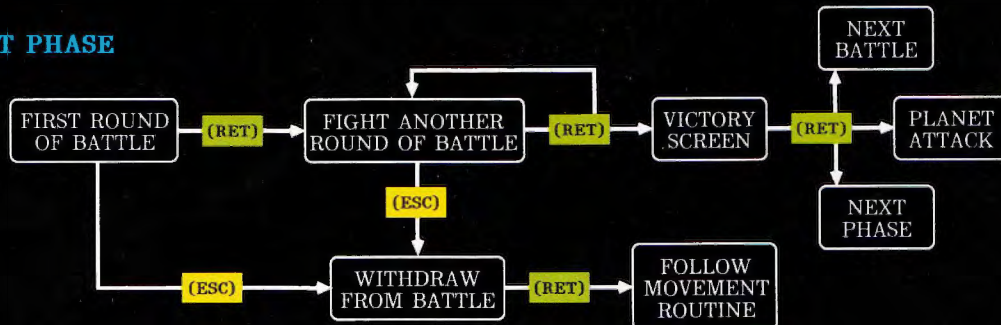


Important Note - In the Commodore 64 version, the (ESC) key is replaced by the (f1) key.

MOVEMENT PHASE



COMBAT PHASE



CONQUEST PHASE

